

# HOMEBREW CATALOG

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**THE WANDERING NORTH**  
**LIVING COMMUNITY**

## INTRODUCTION

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That said, if you have a question, it is best you read this guide and *look* for the answer before bringing it up to Staff. If on a PC, click the outline tool to find a section or the search feature to quickly find a keyword.

## PRODUCTION TEAM

Danny // Novoz // Verayn // Punslinger // Morwen // Isolde

# Weapons

Diagrams will be found in the Diagram Section

| Name   | Type       | WA | Avail. | DMG   | Rel. | Hands | RNG   | Conc. | EN | Weight | Cost |
|--|------------|----|--------|-------|------|-------|-------|-------|----|--------|------|
| <b>Wooden Sword</b><br><i>Swords.</i>  | <b>B</b>   | 0  | E      | 1d6+4 | 10   | 1     | Melee | L     | 0  | 2      | 48   |
| <input type="checkbox"/> Effects: Non-Lethal   |            |    |        |       |      |       |       |       |    |        |      |
| <b>Vengerberg</b><br><b>longsword</b><br><i>Swords.</i>                                      | <b>S/P</b> | 0  | E      | 2d6   | 5    | 1     | Melee | L     | 0  | 2      | 106  |
| <input type="checkbox"/> Effects: Fragile (Reliability reduces by 2 instead of 1)            |            |    |        |       |      |       |       |       |    |        |      |
| <b>Ashberg Steel</b><br><i>Swords.</i>   | <b>S/P</b> | 0  | C      | 3d6+1 | 10   | 1     | Melee | N/A   | 0  | 2      | 603  |
| <input type="checkbox"/> Effects: None   |            |    |        |       |      |       |       |       |    |        |      |
| <b>Gulet</b><br><b>Zweihander</b><br><i>Swords.</i>  | <b>S/P</b> | +1 | P      | 6d6   | 15   | 2     | Melee | N/A   | 0  | 2      | 1309 |
| <input type="checkbox"/> Effects: Stun (-1)  |            |    |        |       |      |       |       |       |    |        |      |
| <b>Spada</b><br><i>Swords.</i>   | <b>S/P</b> | +2 | CP     | 2d6+4 | 5    | 1     | Melee | L     | 0  | 1.5    | 633  |
| <input type="checkbox"/> Effects: Bleeding (50%) • Balanced                                  |            |    |        |       |      |       |       |       |    |        |      |
| <b>Ashberg Feder</b><br><i>Swords.</i>   | <b>S/P</b> | +1 | C      | 2d6   | 5    | 1     | Melee | N/A   | 0  | 1.5    | 285  |
| <input type="checkbox"/> Effects: Can be purchased as Non-Lethal (+5 Reliability) • Balanced |            |    |        |       |      |       |       |       |    |        |      |

| Name   | Type     | WA | Avail. | DMG   | Rel. | Hands | RNG   | Conc. | EN | Weight | Cost |
|--|----------|----|--------|-------|------|-------|-------|-------|----|--------|------|
| <b>Club</b><br><i>Melee</i>                  | <b>B</b> | 0  | E      | 1d6+2 | 5    | 1     | Melee | L     | 0  | 1      | 67   |
| <input type="checkbox"/> Effects: Non-Lethal |          |    |        |       |      |       |       |       |    |        |      |
| Name   | Type     | WA | Avail. | DMG   | Rel. | Hands | RNG   | Conc. | EN | Weight | Cost |

|  |            |    |   |       |    |   |            |     |   |   |     |
|--|------------|----|---|-------|----|---|------------|-----|---|---|-----|
| <b>Hand Scythe</b><br><i>Melee</i>   | <b>S/P</b> | -1 | E | 3d6   | 10 | 1 | Melee      | N/A | 0 | 1 | 16  |
| □ <b>Effects:</b> Grappling  |            |    |   |       |    |   |            |     |   |   |     |
| <b>Shovel</b><br><i>Melee</i>  | <b>B</b>   | -2 | E | 2d6   | 15 | 2 | Melee      | N/A | 0 | 1 | 15  |
| □ <b>Effects:</b> None   |            |    |   |       |    |   |            |     |   |   |     |
| <b>Sickle</b><br><i>Melee</i>  | <b>S</b>   | -1 | E | 1d6+2 | 10 | 1 | Melee      | S   | 0 | 1 | 76  |
| □ <b>Effects:</b> Grappling  |            |    |   |       |    |   |            |     |   |   |     |
| <b>Pitchfork</b><br><i>Staff/Spear</i>   | <b>P</b>   | -2 | E | 2d6+2 | 15 | 2 | Body<br>x2 | N/A | 0 | 1 | 40  |
| □ <b>Effects:</b> Bleed (15%) • Long Reach   |            |    |   |       |    |   |            |     |   |   |     |
| <b>Quarter Staff</b><br><i>Staff/Spear</i>   | <b>B</b>   | 0  | E | 2d6   | 10 | 2 | Melee      | N/A | 0 | 1 | 96  |
| □ <b>Effects:</b> Non-Lethal • Long Reach  |            |    |   |       |    |   |            |     |   |   |     |
| <b>Scythe</b><br><i>Staff/Spear</i>  | <b>S/P</b> | -3 | E | 3d6   | 10 | 2 | Melee      | N/A | 0 | 1 | 126 |
| □ <b>Effects:</b> Grappling • Long Reach   |            |    |   |       |    |   |            |     |   |   |     |
| <b>Shepherd's Crook</b><br><i>Staff/Spear</i>  | <b>B</b>   | 0  | E | 1d6-2 | 10 | 1 | Body<br>x2 | L   | 0 | 1 | 14  |
| □ <b>Effects:</b> Non-lethal   |            |    |   |       |    |   |            |     |   |   |     |
| <b>Reforged Scythe</b><br><i>Staff/Spear</i>   | <b>S/P</b> | -2 | C | 3d6+2 | 15 | 2 | Melee      | N/A | 0 | 1 | 423 |
| □ <b>Effects:</b> Long Reach   |            |    |   |       |    |   |            |     |   |   |     |
| <b>Fishing Net</b><br><i>Athletics</i>   | <b>N/A</b> | 0  | C | N/A   | 5  | 2 | 4m         | L   | 0 | 2 | 90  |
| □ <b>Effects:</b> A target hit by this lowers their SPD by 5 and suffers a -2 penalty to all actions. Each turn, the target can make a DC:12 Dodge/Escape check to escape. Alternatively, another character can take an action to remove the weapon. |            |    |   |       |    |   |            |     |   |   |     |

### Ashberg Feder

Used by Swordmasters to teach new students the proper use of swordsmanship with a lighter and more agile weapon. The thin blade

and the balanced design allow for greater accuracy but hold up poorly against a heavier weapon.

### Wooden Sword

A wooden training sword used by instructors and children alike.

### **Vengerberg Longsword**

Go down the smokey streets of the Artisan's Quarter and I'm sure you can find one of these cheaply made swords on racks and stands.

### **Ashberg Steel**

The Smiths of Ashberg are renowned for their quality arms and armor.

### **Spada**

Straight, slender, and sharply pointed two-edged long blade wielded with one hand. A symbol of nobility among the Manorlords. Manorlords refer to the sword used with clothes, due to it being used as an accessory for clothing, usually for fashion and as a self-defense weapon. ‘

### **Gulet Zweihander**

The mountains and forests of Gulet produce some of the strongest Aedirnians who lug around equally strong and powerful weapons. Dismounted knights sometimes prefer a Zweihander to beat through the tide of armored Nilfgaardians.



# Armor

## Reskinned Faction Armor

| Faction Armor                        | <i>Witcher</i> Equivalent   | Faction      |
|--------------------------------------|-----------------------------|--------------|
| Head                                 |                             |              |
| Black Infantry Hood                  | Double Woven Hood           | Nilfgaard    |
| Horned Steel Helmet                  | Armored Hood                | Nilfgaard    |
| Ashberg Bascinet                     | Temerian Armet              | Aedirn       |
| Black Infantry Sallet                | Great Helm                  | Nilfgaard    |
| Ashberg Plate Helmet                 | Great helm                  | Aedirn       |
| Upper Body                           |                             |              |
| Black Army Gambeson                  | Aedirnian Gambeson          | Nilfgaard    |
| Black Army Brigandine                | Brigandine                  | Nilfgaard    |
| Black Army Mail Shirt                | Redenian Halberdier's Armor | Nilfgaard    |
| Black Infantry Spaulders             | Redenian Halberdier's Armor | Nilfgaard    |
| Nilfgaardian Hardened Leather Jerkin | Lyrian Leather Jacket       | Nilfgaard    |
| Nilfgaardian Half Plate              | Plate Armor                 | Nilfgaard    |
| Black Knight Armor                   | Hindarsfjall Heavy Armor    | Nilfgaardian |
| Ashberg Plate                        | Plate Armor                 | Aedirn       |
| Lower Body                           |                             |              |
| Virhedd Brigade Trousers             | Cavalry Trousers            | Nilfgaardian |
| Black Infantry Trousers              | Padded Trousers             | Nilfgaardian |
| Black Chain Chausses                 | Double Woven Trousers       | Nilfgaardian |
| Nilfgaardian Demi-Greaves            | Redanian Greaves            | Nilfgaardian |
| Black Knight Greaves                 | Lyrian Leather Trousers     | Nilfgaardian |
| Ashberg Trousers                     | Plate Greaves               | Aedirn       |
|                                      |                             |              |

## Homebrew Armor

| Head Armor                                  |                  |            |    |       |    |      |        |      |
|---|------------------|------------|----|-------|----|------|--------|------|
| Name  | Origin/Faction   | Armor Type | SP | Avail | AE | EV   | Weight | Cost |
| Kettle Helmet                               | <b>Aedirn</b>    | Medium     | 14 | C     | 0  | None | 2      | 350  |
| ☐ Effects: Negates the Bright Light Penalty |                  |            |    |       |    |      |        |      |
| Winged Nilfgaardian Helm                    | <b>Nilfgaard</b> | Heavy      | 30 | R     | 2  | None | 3.5    | 875  |
| ☐ Effects: +1 to Intimidation Checks        |                  |            |    |       |    |      |        |      |

| Upper Body Armor                        |                |            |    |       |    |      |        |      |
|---|----------------|------------|----|-------|----|------|--------|------|
| Name                                    | Origin/Faction | Armor Type | SP | Avail | AE | EV   | Weight | Cost |
| Common Hauberk                          | <b>None</b>    | Light      | 8  | C     | 0  | None | 3      | 352  |
| ☐ Effects: Resistance (Slashing)        |                |            |    |       |    |      |        |      |
| Quartered Joupon                        | <b>None</b>    | Light      | 3  | P     | 0  | None | 1      | 352  |
| ☐ Effects: Considered Military Clothing |                |            |    |       |    |      |        |      |

| Name                                       | Origin/Faction  | Armor Type | SP | Avail | AE | EV                   | Weight | Cost |
|--|-----------------|------------|----|-------|----|----------------------|--------|------|
| Arming Doublet                             | <b>None</b>     | Light      | 3  | P     | 0  | None                 | 3      | 352  |
| ☐ Effects: Considered Fashionable Clothing |                 |            |    |       |    |                      |        |      |
| Rider's Cuirass                            | <b>Aedirn</b>   | Medium     | 10 | P     | 1  | None                 | 3      | 352  |
| ☐ Effects: +1 to Control Checks (Riding)   |                 |            |    |       |    |                      |        |      |
| Dark Brigandine                            | <b>Banditry</b> | Medium     | 10 | P     | 0  | -1 REF, DEX, & Magic | 3      | 414  |
| ☐ Effects: Considered Rogue's Clothing     |                 |            |    |       |    |                      |        |      |





## Fashion and Armor Sets

These Fashion and Armor Sets can mostly be worn on the Streets of Vengerberg without too much notice or hassle from the Guards (Bluecloaks), depending on which set you're wearing and where you're going. Much of these "armors" aren't widely used and have earned their name and reputation from the inventor.

| Name                      | SP | Avail | AE | EV | Coverage                     | Effect  | Weight | Price |
|---------------------------|----|-------|----|----|------------------------------|---|--------|-------|
| Harper's Jacket           | 5  | P     | 0  | 0  | Upper Body                   | Fashion: Basic Clothing.<br>Comes with 2 secret pockets.  | 1      | 175   |
| Blockstreet Cloak         | 8  | P     | 0  | 2  | Head, Upper Body, Lower Body | Fashion: Basic Clothing<br>Resistance: Bludgeoning  | 2.5    | 300   |
| Grave watcher's cloth     | 4  | P     | 0  | 0  | Head, Upper Body, Lower Body | Fashion: Rogue's Clothing   | 1      | 210   |
| Viper Jacket              | 5  | R     | 0  | 0  | Upper Body                   | Considered Gang Color fashion. Has two daggers in the sleeves. The weapons are always considered drawn while armor is worn. | 1.5    | 345   |
| The Huntsman's Leather    | 2  | C     | 0  | 0  | Upper Body                   | Fashion: Travel Clothing<br>Resistance (Fire, Slashing)   | 1.5    | 215   |
| Peddler Street Hood       | 2  | C     | 0  | 0  | Head                         | Fashion: Rogue's<br>Resistance: Bludgeoning, Piercing   | 1.5    | 270   |
| Mosswater Stained Leather | 2  | C     | 0  | 0  | Upper Body                   | Fashion: Basic<br>-2 to Stealth Checks in the dark due to a slight glow   | 1      | 120   |
| Queen Fox's Corset        | 2  | R     | 0  | 0  | Upper Body                   | Fashion: Fashionable<br>Contains a Sheath for Tiny weapons in the corset and a Garter Sheath in the skirt for Small blades  | 1      | 195   |

# General Gear

| Item                      | Description   | Avail. | Conc. | Weight | Cost |
|---------------------------|---|--------|-------|--------|------|
| <b>Travel Supplies</b>    | A sack of everything a traveler needs from feed for a mount to needle and thread to repair clothes.   | E      | N/A   | 5      | 10   |
| <b>Firewood (Per Day)</b> | A bundle of dry wood treated for burning all day given the weather is good.   | E      | N/A   | 9      | 6    |
| <b>Area Map</b>           | A map created by local cartographers. <i>Gives a +1 to Wilderness Survival in Aedirn</i>  | P      | S     | .1     | 20   |
| <b>Barrel</b>             | Sturdy wooden barrel with a tight-fitting lid, banded with metal. <i>Holds 100 kg of large items</i>  | E      | N/A   | 10     | 37   |
| <b>Block and Tackle</b>   | Whether it's to hoist treasure from a pit or move supplies, a simple block-and-tackle pulley when it is properly secured, adds a +1 to Physique Checks to lift heavy objects. Securing the pulley requires 1 minute.          | C      | N/A   | .5     | 15   |
| <b>Candle Lamp</b>        | Lantern-like device with glass panels and a slot to hold a candle. It protects the candle from drafts and catches wax drippings. It provides the same light as a candle. You can use the candle lamp to keep your hands warm. | C      | M     | 1.5    | 25   |
| <b>Canvas</b>             | This square yard of heavy cloth is suitable for painting, for covering items in a rainstorm, for as an improvised bag. It is not waterproof.  | C      | L     | .5     | 8    |
| <b>Cauldron</b>           | Holds approximately 1 gallon, enough to fill the bellies of four hungry people.   | C      | N/A   | 6      | 20   |
| <b>Coffin</b>             | A plain coffin made of simple wood and has a loose, flat lid that can be nailed onto it.  | C      | N/A   | .5     | 33   |
| <b>Crowbar</b>            | Helps pry open whatever the user desires. Grants a +1 to Physique checks made to force open a door or chest. When used in combat, use your punch but it deals lethal damage.  | C      | M     | 2      | 12   |
| <b>Drill</b>              | Can create a 1-inch-diameter hole in stone, wood, or metal as a standard action. Harder materials wear down or break the drill. Hearing the sound of drilling requires a DC:12 Awareness Check                                | C      | M     | .5     | 19   |

|                        |   |          |            |            |           |
|------------------------|---|----------|------------|------------|-----------|
| <b>Fishing Net</b>     | Read the weapon states in <i>WEAPONS</i>  | <b>C</b> | <b>L</b>   | <b>3</b>   | <b>17</b> |
| <b>Folding Ladder</b>  | The hook, pole, and rungs of this 3 meter ladder are hinged, allowing you to fold it into a 3-by-1 bundle. Folding or unfolding is an Action.   | <b>C</b> | <b>N/A</b> | <b>5</b>   | <b>28</b> |
| <b>Glass Cutter</b>    | Small metal rod, wheel on one end and a bulb on the other. You score the glass with the wheel and tap it with the bulb to break it. If you succeed a DC:15 Slight of Hand, you can break the glass very quietly. Most thieves use glue paper with the glass cutter to reduce noise and capture glass fragments. | <b>C</b> | <b>M</b>   | <b>1.5</b> | <b>35</b> |
| <b>Glue Paper (x1)</b> | Piece of paper coated on one side with a weak glue of tree sap or honey.  | <b>C</b> | <b>S</b>   | <b>.5</b>  | <b>5</b>  |
| <b>Heritage Book</b>   | A collection of genealogical tables, descriptions of common traits found in particular noble families, heraldry, scurrilous rumors, and ancestral deeds provides readers with a great deal of insight into the aristocracy. Consulting this book grants a +1 to Education or Social Etiquette about Nobility.   | <b>C</b> | <b>M</b>   | <b>3</b>   | <b>26</b> |
| <b>Iron Spike</b>      | Used to keep doors open or closed and to secure ropes for climbing. Hearing a spike being hammered in requires a DC:5 Awareness Check   | <b>C</b> | <b>L</b>   | <b>.5</b>  | <b>15</b> |
| <b>Jug</b>             | Basic clay jug fitted with a stopper and holds 1 gallon of liquid.  | <b>C</b> | <b>N/A</b> | <b>1</b>   | <b>5</b>  |
| <b>Ladder</b>          | Simple 3 meter tall ladder consisting of two long boards with wooden steps nailed into them.  | <b>C</b> | <b>N/A</b> | <b>5</b>   | <b>20</b> |
| <b>Lamp Oil</b>        | Surprise, that's exactly what Quick Fire is. Use that ( <b>PG:88</b> )  |          |            |            |           |
| <b>Parchment</b>       | Sheet of thin, treated animal skin that is a durable writing surface suitable for making scrolls or books.  | <b>C</b> | <b>S</b>   | <b>.5</b>  | <b>5</b>  |
| <b>Paper</b>           | A sheet of ordinary paper.  | <b>E</b> | <b>S</b>   | <b>.1</b>  | <b>3</b>  |
| <b>Pole</b>            | Simple 2m length of wood for probing pits, flagstones, and murky liquids from a safe distance.  | <b>C</b> | <b>L</b>   | <b>1</b>   | <b>5</b>  |
| <b>Portable Bridge</b> | When staked down with eight pitons (for on  | <b>C</b> | <b>N/A</b> | <b>35</b>  | <b>55</b> |

|                     |   |          |            |           |           |
|---------------------|---|----------|------------|-----------|-----------|
|                     | each side), this rope and slat bridge can support up to 680 kg and span a 9 meter gap   |          |            |           |           |
| <b>Portable Ram</b> | This iron-shod wooden beam gives you a +2 Physique Checks when breaking open a door.  | <b>C</b> | <b>N/A</b> | <b>22</b> | <b>45</b> |
| <b>Pot</b>          | Sturdy, has feet, a lid, and rounded handle.  | <b>E</b> | <b>N/A</b> | <b>3</b>  | <b>15</b> |
| <b>Scroll Box</b>   | A wooden box that holds 10 scrolls and has small clips or bookmarks for easier indexing.  | <b>C</b> | <b>L</b>   | <b>2</b>  | <b>18</b> |
| <b>Scroll case</b>  | A leather case that holds 4 scrolls.  | <b>C</b> | <b>M</b>   | <b>1</b>  | <b>15</b> |
| <b>Sealing Wax</b>  | A stick of red wax used to seal envelopes, often using an impression from a signet ring as proof they were sent by you.   | <b>C</b> | <b>S</b>   | <b>.5</b> | <b>8</b>  |
| <b>Skillet</b>      | A good skillet to rest on a fire or hot coals.  | <b>E</b> | <b>L</b>   | <b>2</b>  | <b>13</b> |
| <b>Stove Can</b>    | A little metal container holds a waxy fuel that creates enough heat to cook with but only as much light as a candle. To snuff the flame, close the metal lid on the container; it cools enough that it can be carried in a few minutes. Each lasts 5 hours. | <b>C</b> | <b>M</b>   | <b>.5</b> | <b>8</b>  |
| <b>Teapot</b>       | This is a small spouted pot for cooking tea or coffee. It includes a strainer, and can make four cups of tea at a time.   | <b>E</b> | <b>M</b>   | <b>1</b>  | <b>12</b> |

# Diagrams (Made by Empty Dingo)

## General Gear (only RAW right now)

| Item                 | Level    | DC | Time       | Components   | Investment Cost | Diagram Cost |
|----------------------|----------|----|------------|--|-----------------|--------------|
| Travel Supplies (x4) | Novice   | 11 | 1 Hour     | Timber (x2), Leather (x1), Thread (x2), Oil (x1), Barley (x2)                | 61              | 122          |
| Bag of Marbles       | Novice   | 11 | 30 minutes | Glass (x1), Linen (x1)   | 14              | 28           |
| Bandoleer (x2)       | Novice   | 15 | 1 Hour     | Thread (x2), Leather (x1)  | 34              | 68           |
| Basket               | Novice   | 9  | 30 minutes | Makes a lovely cake that serves six people                                   | 6               | 12           |
| Belt Pouch (x2)      | Novice   | 14 | 1 hour     | Thread (x1), Leather (x1)  | 31              | 62           |
| Bottle (x6)          | Novice   | 12 | 30 minutes | Glass (x4)   | 20              | 40           |
| Compass              | Journey. | 15 | 1 Hour     | Glass (x1), Timber (x1), Feathers (x1), Ester Grease (x1), Etching Acid (x2) | 24              | 48           |
| Dice, Pair           | Novice   | 9  | 1 hour     | Beast Bones (x1)   | 8               | 16           |
| Dice, Loaded         | Journey. | 11 | 30 Minutes | Dice (x1)  | 11              | 18           |
| Dice Poker Board     | Novice   | 12 | 1 Hour     | Timber (x3), Tanning Herbs (x3)  | 18              | 36           |
| Bedroll              | Novice   | 10 | 1 Hour     | Cotton (x2), Cow Hide (x1)   | 12              | 24           |
| Candles (x6)         | Novice   | 8  | 30 Minutes | Thread (x1), Wax (x1)  | 5               | 10           |
| Chalk                | Novice   | 8  | 15 minutes | Resin (x1)   | 2               | 4            |

| Flint & Steel         | Novice   | 8  | 15 minutes | Stone (x1)   | 4                  | 8            |
|-----------------------|----------|----|------------|--|--------------------|--------------|
| Grappling Hook (x2)   | Novice   | 12 | 1 Hour     | Iron (x1), Rope (x1)   | 18                 | 36           |
| Hand Mirror           | Journey. | 14 | 1 Hour     | Timber (x1), Glass (x1)  | 21                 | 42           |
| Holy Symbol           | Novice   | 10 | 1 Hour     | Thread (x1), Beast Bones (x1)  | 11                 | 22           |
| Hourglass             | Novice   | 14 | 1 Hour     | Glass (x5), Timber (x1)  | 28                 | 56           |
| Hourglass, Minute     | Journey. | 14 | 1 Hour     | Glass (x2), Timber (x1)  | 13                 | 26           |
| Item                  | Level    | DC | Time       | Components   | Investment Cost    | Diagram Cost |
| Instrument            | Novice   | 14 | 1 Hour     | Resin (x2), Timber (x2), Beast Bones (x1), Ester Grease (x1), Tanning Herbs (x1) | 29                 | 58           |
| Journal / Ledger (x3) | Novice   | 11 | 30 Minutes | Resin (x1), Timber (x2)  | 15                 | 30           |
| Lantern               | Novice   | 13 | 1 Hour     | Etching Acid (x3), Iron (x1)   | 24                 | 48           |
| Lantern, Bullseye     | Novice   | 14 | 1 Hour     | Glass (x1), Etching Acid (x3), Iron (x1)   | 29                 | 58           |
| Lock                  | Journey. | 15 | 4 Hours    | Oil (x1), Etching Acid (x1), Iron (x1)   | 25                 | 50           |
| Lock, Strong          | Master   | 20 | 5 Hours    | Oil (x1), Etching Acid (x1), Steel (x1)  | 53                 | 106          |
| Manacles              | Novice   | 13 | 4 hours    | Oil (x2), Iron (x1)  | 24                 | 48           |
| Perfume/Cologne       | Novice   | 13 | 30 Minutes | Oil (x1), Vial (x1)  | Varies, minimum 20 | 40           |
| Pipe                  | Novice   | 11 | 30 Minutes | Timber (x1), Best Bone (x1), Tanning Herbs (x1)                                  | 14                 | 28           |

|                                    |                   |           |                   |   |           |            |
|------------------------------------|-------------------|-----------|-------------------|---|-----------|------------|
| <b>Pitons</b><br>(makes 25)        | <b>Novice</b>     | <b>14</b> | <b>1 Hour</b>     | <b>Iron (x1), Tin (x1)</b>                              | <b>40</b> | <b>80</b>  |
| <b>Sack</b><br>(makes 5)           | <b>Novice</b>     | <b>10</b> | <b>30 Minutes</b> | <b>Linen (x1), Thread (x1)</b>                          | <b>12</b> | <b>24</b>  |
| <b>Satchel</b><br>(makes 2)        | <b>Novice</b>     | <b>12</b> | <b>1 Hour</b>     | <b>Linen (x1), Thread (x2), Wax (x3)</b>                | <b>21</b> | <b>42</b>  |
| <b>Secret Pocket</b>               | <b>Journeyman</b> | <b>11</b> | <b>1 Hour</b>     | <b>Clothes, Cotton (x1), Thread (x1), Feathers (x1)</b> | <b>8</b>  | <b>16</b>  |
| <b>Shackles</b>                    | <b>Journeyman</b> | <b>17</b> | <b>5 Hours</b>    | <b>Oil (x2), Etching Acid (x1), Iron (x1)</b>           | <b>38</b> | <b>76</b>  |
| <b>Shackles, Dimeritium</b>        | <b>Master</b>     | <b>25</b> | <b>7 Hours</b>    | <b>Oil (x2), Etching Acid (x2), Glowing Ore (x1)</b>    | <b>88</b> | <b>176</b> |
| <b>Sheath, Bow</b>                 | <b>Novice</b>     | <b>12</b> | <b>30 Minutes</b> | <b>Beast Bones (x1), Wolf Hide (x1)</b>                 | <b>18</b> | <b>36</b>  |
| <b>Sheath, Garter</b><br>(makes 2) | <b>Novice</b>     | <b>11</b> | <b>30 Minutes</b> | <b>Thread (x2), Boar Pelt (x1)</b>                      | <b>16</b> | <b>32</b>  |
| <b>Sheath, Sleeve</b><br>(makes 2) | <b>Novice</b>     | <b>12</b> | <b>30 Minutes</b> | <b>Thread (x2), Timber (x1), Boar Pelt (x1)</b>         | <b>19</b> | <b>38</b>  |
| <b>Shovel</b><br>(RW #1)           | <b>Novice</b>     | <b>10</b> | <b>30 Minutes</b> | <b>Timber (x1), Tin (x1)</b>                            | <b>13</b> | <b>26</b>  |
| <b>Signal Horn</b><br>(RW #1)      | <b>Novice</b>     | <b>14</b> | <b>1 Hour</b>     | <b>Beast Bones (x1), Wolf Hide (x1)</b>                 | <b>22</b> | <b>44</b>  |
| <b>Signal Whistle</b><br>(RW #1)   | <b>Novice</b>     | <b>9</b>  | <b>30 Minutes</b> | <b>Resin (x1), Timber (x1)</b>                          | <b>5</b>  | <b>10</b>  |
| <b>Soap</b>                        | <b>Novice</b>     | <b>8</b>  | <b>30 Minutes</b> | <b>Ashes (x1), Oil (x1)</b>                             | <b>4</b>  | <b>8</b>   |
| <b>Sun Stone</b><br>(RW #1)        | <b>Journeyman</b> | <b>16</b> | <b>1 Hour</b>     | <b>Resin (x4), Etching Acid (x4), Stone (x3)</b>        | <b>18</b> | <b>56</b>  |
| <b>Tarp</b>                        | <b>Novice</b>     | <b>10</b> | <b>30 Minutes</b> | <b>Linen (x1)</b>                                       | <b>9</b>  | <b>12</b>  |
| <b>Tent, Large</b>                 | <b>Novice</b>     | <b>14</b> | <b>1 Hour</b>     | <b>Linen (x3)</b>                                       | <b>17</b> | <b>45</b>  |
| <b>Torch</b><br>(makes 8)          | <b>Novice</b>     | <b>8</b>  | <b>30 Minutes</b> | <b>Cotton (x1), Resin (x1), Timber (x1)</b>             | <b>6</b>  | <b>12</b>  |



|                                   |                |    |               |   |     |      |
|-----------------------------------|----------------|----|---------------|---|-----|------|
| (RW #1)                           |                |    |               |   |     |      |
| Vial (small bottle)<br>(makes 5)  | Novice         | 8  | 30<br>Minutes | Glass (1x) <u>or</u> River<br>Clay (x1)   | 5   | 10   |
| Waterskin<br>(makes 2)<br>(RW #1) | Novice         | 12 | 30<br>Minutes | Cow Hide (x1), Wax<br>(x2)  | 14  | 28   |
| Wooden Chest                      | Novice         | 11 | 1 Hour        | Timber (x3), Oil (x1),<br>Tanning Herbs (x1)  | 15  | 30   |
| Wooden Chest,<br>Large            | Novice         | 13 | 1 Hour        | Timber (x4), Oil (x2),<br>Tanning Herbs (x2)  | 24  | 48   |
| Barding, Leather                  | Journe<br>yman | 16 | 24 Hours      | Double Woven Linen<br>(x2), Hardened Leather<br>(x4), Leather (x2),<br>Ester Grease (x6),<br>Tanning Herbs (x4),<br>Iron (x2) | 412 | 824  |
| Barding, Chain                    | Master         | 22 | 36 Hours      | Double Woven Linen<br>(x2), Leather (x2),<br>Darkening Oil (x5),<br>Dark Steel (x4), Steel<br>(x2), Iron (x2)                 | 786 | 1572 |
| Blinders                          | Novice         | 15 | 3 Hours       | Hardened Leather (x1),<br>Leather (x1)  | 76  | 152  |
| Blinders, Racing                  | Journe<br>yman | 19 | 4 Hours       | Leather (x1), Lyrian<br>Leather (x1), Thread<br>(x2)  | 94  | 188  |
| Carriage                          | Master         | 20 | 40 Hours      | Cotton (x6), Glass (x6,<br>Linen (x4), Oil (x4),<br>Timber (x60), Leather<br>(x4), Iron (x4)                                  | 496 | 992  |
| Cart                              | Novice         | 13 | 20 Hours      | Timber (x10), Iron (x4)   | 150 | 300  |
| Saddle                            | Novice         | 15 | 22 Hours      | Timber (x1), Leather<br>(x2), Ester Grease (x2)   | 75  | 150  |
| Saddle, Cavalry                   | Journe<br>yman | 17 | 24 Hours      | Double Woven Linen<br>(x1), Hardened Timber<br>(x1), Hardened Leather<br>(x2), Ester Grease (x2),<br>Steel (x2)               | 246 | 492  |

|                            |            |    |          |   |      |      |
|----------------------------|------------|----|----------|---|------|------|
| Saddle, Racing             | Journeyman | 16 | 24 Hours | Linen (x1), Timber (x1), Lyrian Leather (x2), Ester Grease (x2)           | 148  | 296  |
| Saddlebags                 | Novice     | 10 | 5 Hours  | Thread (x1), Hardened Leather (x2), Ester Grease (x2)                     | 75   | 150  |
| Saddlebags, Military       | Novice     | 15 | 8 Hours  | Thread (x1), Hardened Leather (x2), Ester Grease (x2)                     | 115  | 230  |
| Wagon, Elven Gedwch (W&T)  | Journeyman | 18 | 28 Hours | Glass (x4), Oil (x8), Silk (x2), Thread (x2), Timber (x65), Iron (x6)     | 424  | 1050 |
| Wagon, Merchant (W&T)      | Journeyman | 18 | 28 Hours | Cotton (x4), Linen (x8), Thread (x8), Wax (x8), Timber (x60), Iron (x8)   | 432  | 1064 |
| Wagon, Shepherds Hut (W&T) | Novice     | 15 | 22 Hours | Cotton (x4), Linen (x2), Thread (x2), Timber (x80), Iron (x6)             | 448  | 896  |
| Wagon, War (W&T)           | Master     | 20 | 30 Hours | Cotton (x4), Linen (x2), Thread (x2), Timber (x70), Iron (x12)            | 497  | 1194 |
| Watercraft, Cutter         | Master     | 21 | 2 Weeks  | Linen (x20), Hardened Timber (x16), Oil (x90), Timber (x90), Iron (x9)    | 1246 | 2492 |
| Watercraft, Sailing Boat   | Journeyman | 18 | 1 Week   | Linen (x3), Oil (x16), Timber (x15), Iron (x2)                            | 117  | 354  |
| Watercraft, Sailing Ship   | Master     | 26 | 1 Month  | Linen (x30), Hardened Timber (x316), Oil (x16), Timber (x120), Iron (x12) | 1606 | 3212 |

## Weapons & Armor (Coming Soon)

| Item      | Level  | DC | Time   | Components         | Investment Cost | Diagram Cost |
|-----------|--------|----|--------|--------------------|-----------------|--------------|
| Pitchfork | Novice | 11 | 1 Hour | Timber x1, Iron x1 | 33              | 66           |

|                      |          |    |            |   |     |      |
|----------------------|----------|----|------------|---|-----|------|
| Hand Scythe          | Novice   | 11 | 30 minutes | Iron x1   | 14  | 28   |
| Sickle               | Novice   | 15 | 1 Hour     | Timber x1, Iron x2  | 34  | 68   |
| Quarter Staff        | Novice   | 9  | 30 minutes | Timber x1   | 6   | 12   |
| Shepherd's Crook     | Novice   | 14 | 1 hour     | Timber x2   | 31  | 62   |
| Reforged Sycthe      | Novice   | 12 | 6 hours    | Ester Grease (x1), Hardened Timber (x6), Iron (x3), Leather (x3), Wax (x2)  | 282 | 562  |
| Fishing Net          | Journey. | 15 | 1 Hour     | Thread x4, Wax x2   | 24  | 48   |
| Wooden Sword         | Novice   | 9  | 2 hours    | Timber (x4), Leather (x1)   | 40  | 80   |
| Club                 | Novice.  | 10 | 2 hours    | Timber (x6), Leather (x1), Resin (x2)   | 50  | 100  |
| Nailed Club          | Novice   | 10 | 3 Hours    | Timber (x3), Iron (x4)  | 129 | 258  |
| Vengerberg Longsword | Novice   | 14 | 6 Hours    | Timber (x1), Iron (x1), Leather (x2)  | 89  | 178  |
| Ashberg Steel        | Journey. | 15 | 11 Hours   | Timber (x1), Hardened Leather (x1), Leather (x1), Iron (x2), Steel (x2), Oil (x1), Resin (x1)   | 402 | 804  |
| Gulet Zweihander     | Master   | 25 | 13 Hours   | Hardened Timber (x4), Dark Steel (x4), Dark Iron (x3), Hardened Leather (x2), Resin (x4), Steel (x2), Sharpening Grit (x2), Darkening Oil (x1), Coal (x1) | 837 | 1674 |
| Spada                | Journey. | 16 | 9 Hours    | Hardened Timber (x1), Dark Steel (x3), Dark Iron (x2), Hardened Leather (x2), Coal (x1), Resin (x3)   | 469 | 938  |
| Ashberg Feder        | Novice   | 14 | 7 Hours    | Timber (x1), Hardened Leather (x1), Leather (x1), Iron (x1), Steel (x2), Oil (x1), Resin (x1)   | 210 | 426  |



# Clothing and Outfits

All characters begin play with outfits P or less. Additional outfits can be purchased normally. Outfits include everything you need for your character's clothing needs in a one-time purchase. Your character can only have one outfit on at the same time. Clothing is a tool, just like lockpicks. If you aren't dressed for the occasion, you take a -4 to the roll similar to not having the right tool kit (pg.92).

| Image | Name             | Description and Effect   | Avail. | Weight | Cost |
|-------|------------------|--|--------|--------|------|
|       | Ragged           | <i>Houseless would call this "what I have to wear to survive". It's real rags. No one thinks twice about Ragged, which is why it's a perfect disguise.</i><br><br>If using as a disguise, you gain +1 to Deceit but -2 on Social Skill Checks. Try to convince a guard that you're a Noble? Good luck! | E      | 1      | 5    |
|       | Basic            | See pgs 93 and 95 in core rulebook   | E      | 2      | 10   |
|       | Gang Colors      | Every gang has their own "uniform". Can be worn as a disguise in gang territory. Wearing the wrong gang uniform will cause trouble.  | E      | 1.5    | 5    |
|       | Religious        | Faith brings people together, and sometimes people need to dress the part. If your robes match a religion of a fellow believer, you are in Good Social Standing with them.   | C      | 1.5    | 8    |
|       | Artisans         | The clothing of honest, working folk.  | C      | 2      | 10   |
|       | Military         | Durable uniforms with sigils and colours to indicate your faction. This can also be dress "officer" uniforms.  | P      | 2      | 20   |
|       | Travel           | Durable leathers and a cloak to help keep the rain off. +2 Endurance checks against the Cold and Damp.   | C      | 3      | 25   |
|       | Cold Weather     | See pgs 93 and 95 in core rulebook. Getting extremely damp (such as falling into a lake or being rained on all day) with this outfit on will negate the bonus to this clothing set.  | E      | 3      | 45   |
|       | Rogue's Clothing | See pgs 93 and 95 in core rulebook   | E      | 1.5    | 50   |
|       | Courtier         | Fancy tailored clothes in whatever happens to be the current style in the courts of nobility.  | P      | 1.5    | 65   |
|       | Fine             | Good clothes made with silk and other expensive materials. You aren't interested in keeping up with trends but you still want to appear impressionable. Athletics may take a -2 from the tight restrictive fashion. However, a good set of fine clothes may open doors to upper echelons of society.   | P      | 2      | 80   |
|       | Fashionable      | See pgs 93 and 95 in core rulebook   | E      | 2      | 70   |

|  |                    |   |   |   |     |
|--|--------------------|---|---|---|-----|
|  | Nilfgaardian Black | Power, intimidation. The invaders brought their sense of fashion. This clothing is mostly black and embroidered with all sorts of intricate designs.  | P | 2 | 85  |
|  | Noble              | Dressed in the finest silks and threadings that befits Power such as yourself. <b>+2 to G&amp;S.</b> Beware, all eyes will be on you. This can be both a blessing or a curse, but one thing is for sure: you could act your way to royalty in a full set of this. | R | 2 | 150 |

| Item Name               | Cost | Availability |
|-------------------------|------|--------------|
| <b>Softpaw Boots</b>    | 275  | R            |
| <b>Brooch</b>           | 70   | P            |
| <b>Patchwork Cloak</b>  | 20   | C            |
| <b>Hennin</b>           | 12   | C            |
| <b>Signet Ring</b>      | 60   | C            |
| <b>Tartan Sash</b>      | 20   | P            |
| <b>Kilt</b>             | 25   | P            |
| <b>Straw Hat</b>        | 20   | E            |
| <b>Caul</b>             | 65   | C            |
| <b>Reversible Cloak</b> | 100  | P            |
| <b>Corset</b>           | 70   | C            |
| <b>Eyeglasses</b>       | 30   | C            |

## Softpaw Boots

These soft and subtle boots are constructed of silk and specially cured leather. They are meant to soften footfalls and to reduce the imprints of the wearer's tracks.

*While worn, you gain a +1 to Stealth checks when moving, and the DC to notice or follow the tracks increases by 2.*

## Stiletto Boots

the most ostentatious and impractical of footwear, the tall heel attached to these boots adds several inches to your height. This type of boot is popular among nobles, though the trend has recently caught on among some members of noble courts.

*You can use the heel of a stiletto boot as an improvised weapon, dealing damage as a punching dagger*

## Patchwork Cloak

These cloaks are popular among traveling bards, and each patchwork cloak is unique. The patches represent where the traveler has been, and often the performer uses them to recall specific stories from his repertoire. When a bard retires or dies, he often bequeaths his cloak to a young entertainer he mentored or admired.

## Reversible Cloak

This cloak has an outer layer of fabric and an inner layer of a different color. They are worn for the sake of fashion, in theater performances, or to aid a quick appearance change as part of a disguise. The price varies depending on the cloak's quality, with the low end being a simple linen cloak and the high end being made of silk or decorated with fur trim.

## Hennin

This high conical headpiece ends in a tip that usually has a piece of silk or similar diaphanous material dangling from it. Women of noble birth sometimes wear a hennin to formal or social occasions as a signal of their eligibility and give the silk part of the headpiece as a token to suitors they favor.

## Signet Ring

A ring with a family symbol or crest on it. It is often pressed into hot wax on objects when they are sealed, leaving a family imprint.

## Tartan Sash

The customary tradition of scarf-wearing dates back centuries. They are deeply symbolic, but, in the end, they are more decorative than functional. Tartan sashes were most often worn for dances or balls.

## Kilt

This heavy pleated skirt is usually worn by men. Most have a specific design or pattern that represents allegiance to a particular clan or other social group.

## Straw Hat

Worn by peasants as protection against the sun while toiling the fields.

*Removes any negative penalties from the bright sun. Cannot be worn with head armor.*

## Caul

This ornate hairnet, fashioned from silk, cloth of gold, and jewels, is most commonly worn by royal or aristocratic women.

## Corset

Sewn-in boning and laces allow this bodice to adjust your waist size in a way some would consider alluring. Must declare the Fashion of the Corset you buy is.



*The restrictive nature could make for a poor choice of clothing in combat depending on the material, but it can always conceal a (T) iny sized weapon.*

## **Eyeglasses**

Also known as spectacles, eyeglasses compensate for poor vision or magnify small details.

## Groceries & Livestock

**Nourishment** and **STA** are used for **Travel Game modes ONLY**. **Nourishment** works like Witcher potions with 100% being full and sated. If Nourishment falls below 50, the Player will become hungry and get a debuff. If it falls to 0 and below, better find food before you start rolling death saves. Go over 100%, and you'll get a debuff for over eating.

| Item                | Description & Effects | Cost | Nourishment | STA | Avail. |
|---------------------|-----------------------|------|-------------|-----|--------|
| Boar Meat           |                       | 65   | 20%         | +2  | P      |
| Bread Roll          |                       | 5    | 10%         | 0   | E      |
| Raw Meat / Fish     |                       | 8    | 5%          | 0   | E      |
| Cooked Meat         |                       | 5    | 10%         | 0   | E      |
| Chicken Eggs        |                       | 8    | 5%          | 0   | E      |
| Deer Meat           |                       | 43   | 20%         | +1  | P      |
| Exotic Fruits       |                       | 19   | 5%          | 0   | R      |
| Sack of Flour       |                       | 3    | N/A         | 0   | R      |
| Exotic Vegetables   |                       | 10   | 5%          | 0   | C      |
| Fresh Fruits        |                       | 8    | 5%          | 0   | C      |
| Fresh Vegetables    |                       | 5    | 5%          | 0   | E      |
| Jar of Butter       |                       | 5    | N/A         | 0   | E      |
| Jar of Spices       |                       | 8    | N/A         | 0   | C      |
| Jar of Salt         |                       | 5    | N/A         | 0   | C      |
| Jug of Milk         |                       | 8    | 5%          | 0   | E      |
| Live Chicken        |                       | 80   | N/A         | 0   | C      |
| Live Cow            |                       | 278  | N/A         | 0   | C      |
| Live Pig            |                       | 100  | N/A         | 0   | C      |
| Live Sheep          |                       | 95   | N/A         | 0   | C      |
| Trail Rations (4/4) |                       | 5    | 5%          | 0   | E      |

## Drinks

Waterskins can hold up to 4 units of each drink.

| Item                    | Description & Effects | Cost | Nourishment | STA | Avail. |
|-------------------------|-----------------------|------|-------------|-----|--------|
| Beer                    | Intoxication          | 5    | 5%          | -2  | E      |
| Cheap Wine              | Intoxication          | 5    | 10%         | -6  | E      |
| Drinking Water          |                       | 4    | 5%          | +2  | E      |
| Fine Wine               | Intoxication          | 35   | 20%         | 5   | C      |
| Mead                    | Intoxication          | 9    | 10%         | -2  | C      |
| Milk                    |                       | 2    | 10%         | 0   | E      |
| Rosehip Wine            | Intoxication          | 15   | 20%         | 0   | P      |
| Spirits                 | Intoxication          | 10   | 30%         | -2  | E      |
| Wine                    | Intoxication          | 8    | 15%         | -2  | E      |
| Kaedweni Stout          | Intoxication          | 20   | 10%         | -2  | C      |
| Fresh Apple Juice       |                       | 20   | 15%         | -2  | E      |
| Ban Glean Stout         | Intoxication          | 7    | 10%         | -4  | C      |
| Frog Alley Mead         | Intoxication          | 15   | 15%         | -4  | P      |
| Frog Alley Moonshine    | Intoxication          | 20   | 15%         | 0   | P      |
| Rivian Kriek            | Intoxication          | 12   | 10%         | 0   | C      |
| Rivian Honey Bourbon    | Intoxication          | 25   | 10%         | 0   | C      |
| Frog Alley Pepper Vodka | Intoxication          | 25   | 10%         | 0   | P      |
| Dirty Water             | Poison                | 2    | 10%         | 0   | E      |
| Vegetable Juice         |                       | 10   | 15%         | +2  | C      |

## Recipes (WIP)

Are made with a **Crafting Skill Check**. Tavern owners will make the recipe for you if you have the ingredients.

| Item                     | DC | Time    | Description & Effects                                | Ingredients  | Cost |
|--------------------------|----|---------|--|--|------|
| Trail Rations            | 14 | 6 hours | Makes 1 Unit of Trail Rations                        | 4 Meat, 4 Fish, 4 Fruit, or 4 Vegetable  | 116  |
| Bread                    | 14 | 6 hours | Makes 1 Unit of Bread                                | 1 Sack of Flour, 1 Jug of Milk   | 17   |
| Cake                     | 16 | 4 hours | Makes a lovely cake that serves six people           | 2 Sack of Flour, 3 Chicken Eggs  | 40   |
| Fruit Cake               | 16 | 6 Hours | Makes one delicious cake. Can serve six people       | Sack of Flour (x2), Chicken Eggs (x3), Fruits (x3), Jar of Salt (x1), Jar of Spices (x1) | 83   |
| Camp Meal                | 14 | 6 hours | Basic meal for up to 6 people                        | Meat or Fish (x3) and Vegetables (x2)  | 45   |
| Bowl o' Brown            | 12 | 8 Hours | Makes enough for 6 people. REC +1 when Long Resting. | 3 Meat, 3 Beast Bones, 3 Vegetables, 2 Fool's Parsley                                    | 90   |
| Cooked Meat              | 14 |         | Makes 1 unit of food                                 | Raw Meat (x1), Jar of Salt (x1)  | 17   |
| Meat and Vegetable Soup  | 14 | 6 hours | Makes enough for 6 people.                           | Meat (x3), Vegetables (x3), Kaedweni Stout (x1)  | 79   |
| Vegetable Soup           | 14 | 6 hours | Makes enough for 6 people                            | Vegetables (x6), Jar of Salt (x1)  | 47   |
| Beer infused Beast Bones | 16 | 8 Hours | Makes 4 servings                                     | Beer (x2), Fool's Parsley (x2), Beast Bones (x3), Allspice Root (x2)                     | 99   |
| Fish Soup                | 14 | 6 hours | Makes 4 servings                                     | Fish (x3), Kaedweni Stout (x1), Jar of Salt (x1)   | 66   |
| Meat Dumplings           | 14 | 6 hours | Makes 1 dumpling                                     | Jar of Salt (x1), Raw Meat (x1), Sack of Flour (x1), Vegetables (x2)                     | 35   |

|                             |           |                |   |   |           |
|-----------------------------|-----------|----------------|---|---|-----------|
| <b>Fruit Dumplings</b>      | <b>15</b> | <b>6 hours</b> | <b>Makes 1 dumpling</b>   | <b>Jar of Salt (x1), Sack of Flour (x1), Fruits (x2)</b>                            | <b>32</b> |
| <b>Fruit Pie</b>            | <b>14</b> | <b>6 hours</b> | <b>Makes one delicious cake with 4 servings.</b>                  | <b>Sack of Flour (x2), Chicken Egg (x1), Clean Drinking Water (x1), Fruits (x2)</b> | <b>45</b> |
| <b>Shepherd's Pie</b>       | <b>14</b> | <b>8 hours</b> | <b>A nourishing meal that has 4 servers.</b>                      | <b>Vegetables (x4), Meat (x2), Sack of Flour (x1), Beer (x1)</b>                    | <b>59</b> |
| <b>Fruit Juice</b>          | <b>14</b> | <b>2 hours</b> | <b>Makes one bottle of fruit juice</b>                            | <b>Fruit (x2), Empty Bottle</b>   | <b>21</b> |
| <b>Clean Drinking Water</b> | <b>10</b> | <b>2 hours</b> | <b>Avoid the risk of disease. Makes 1 unit of Drinking Water.</b> | <b>1 Dirty Water, 1 Timber, Fire</b>  | <b>6</b>  |
| <b>Butter</b>               | <b>10</b> | <b>2 hours</b> | <b>Makes 1 unit of butter and 1 unit of butter milk</b>           | <b>1 Jug of Milk</b>  | <b>20</b> |
| <b>Sack of Flour</b>        | <b>12</b> | <b>4 hours</b> | <b>Grinding barley down to make a sack of flour.</b>              | <b>Barley (x4)</b>  | <b>48</b> |
| <b>Pancake</b>              | <b>12</b> | <b>4 hours</b> | <b>Makes 1 Pancake</b>  | <b>Butter(x1), Milk (x1), Sack of Flour (x1)</b>                                    | <b>21</b> |
| <b>Exotic Fruit Juice</b>   | <b>14</b> | <b>2 hours</b> | <b>Makes one bottle of Fruit Juice</b>                            | <b>Exotic Fruit (x2)</b>  | <b>51</b> |

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